**DISTANCE SCOUTING PROGRAMME 4**

**“ROBIN HOOD – THE END OF THE SHERIFF”**

**(10 APRIL 2020)**

**Developed by: 1st BEDFORDVIEW SCOUT TROOP,** DISA ROAD, BEDFORDVIEW PO BOX 16117 DOWERGLEN. <http://www.1stbedfordviewscouts.co.za> [Facebook](https://www.facebook.com/groups/52684287286)

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| **You have until** *'insert date to be completed here'* **to complete this programme.. Follow the instructions carefully and you will be marked “present” for the programme, earn points for your Patrol and hopefully compete some advancement and prepare for upcoming programmes and camps. More importantly, HAVE FUN!!!** |

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| **Equipment required for programme:**   * A cell phone with internet access and WhatsApp access to your Patrol WhatsApp Group * Basic First Aid materials OR pen and paper * String and a knife (for traps) OR matches, wood and ingredients for a basic meal. * Materials to make a rocket (see details in video link below) * Your personal journal |

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| **This programme is DANGEROUS and requires adult supervision for the rocketry section below.**  **Last week your Patrol earned 10 points for each recruit put onto your patrol communication group. This week you will earn 50 points for each recruit that successfully completes all sections of the programme.**  **The PL should, as always, designate who is doing what and, if nobody is doing an item (such as posting a training video) do this item so that the patrol can complete the programme.** |

Last week plans were put into place to end the reign of terror of the Sheriff of Nottingham. You put together a training camp, prepared fire arrows and managed to rally some reinforcements. You made some friends on the internet and you also got some Intel from Feeble-eyed Joe and managed to identify the following groups visiting the Sheriff:

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| --- | --- | --- | --- |
| 1 | The Simpsons | 11 | Deadpool |
| 2 | Super Mario Brothers | 12 | The Minions |
| 3 | Batman | 13 | South Park |
| 4 | Tin-Tin | 14 | Pinky and the Brain |
| 5 | Dexter’s Laboratory | 15 | Futurama |
| 6 | Wallace and Grommit | 16 | Dangermouse |
| 7 | Family Guy | 17 | Micky and Minnie Mouse |
| 8 | Tom and Jerry | 18 | Buggs Bunny |
| 9 | Buzzy and Woody (Toy Story) | 19 | Star Wars |
| 10 | The Flintstones | 20 | Star Trek |

It is clear from this list that the Sheriff has contact with the 21st century, the only way this could be is if he was in cahoots with the witch somehow? You need to be very careful with your attack, if he has magic on his side the plans you made last week may not be enough.

**INSPECTION:**

Your new-found friends have done some research into the occult and have found out that the witch’s spell would naturally have pulled you back to a time and place of great evil. If you can change your present time into a time of good, the spell will be broken and you should return to the present. It looks like helping Robin with his plan to get rid of the Sheriff could help you and your patrol!

Any assault is going to be bloody, so best you be prepared. Put together a small first aid kit suitable for bringing on a weekend camp and post a photo of it on your patrol chat, explaining your choice and remembering that some medicines are restricted. If you do not have medical supplies at home put together a list of items that you would include in your kit and post that on your patrol chat, together with an explanation of the items chosen.

**GAME:**

Just before the attack you are going to have to scout out town. Your PL has decided to do this, but has come up with a clever disguise. Who is your PL disguised as? To prove that you are worthy of Robin’s army your PL has a challenge. Discover the disguise using questions, but you have only 20 questions that you can ask your PL and the answer to any question can only be “yes” or “no”.

**If you are the PL,** pick anyone who you want to disguise yourself as. It can be a real person (eg Donald Trump) or made up (eg Bugs Bunny), dead (eg Ghandi) or alive (eg Archbishop Tutu). The person (or thing) you are disguising yourself should be sufficiently well-known for your patrol to be able to guess who you are disguised as. When your patrol starts asking questions, remember that you can only answer “yes” or “no”. Try to get everyone in your patrol to take part.

**If you are not the PL,** guess away! Try not to hog the 20 questions to yourself, so take it in turns to ask a question between all your patrol members (do not forget to include your “reinforcements”). Remember to ask questions that have a “yes / no” answer.

For example, PL could decide to use the disguise of Queen Elizabeth II:

Question 1: Are you a man? NO

Question 2: Are you alive in 2020? YES

Question 3: Are you South African? NO

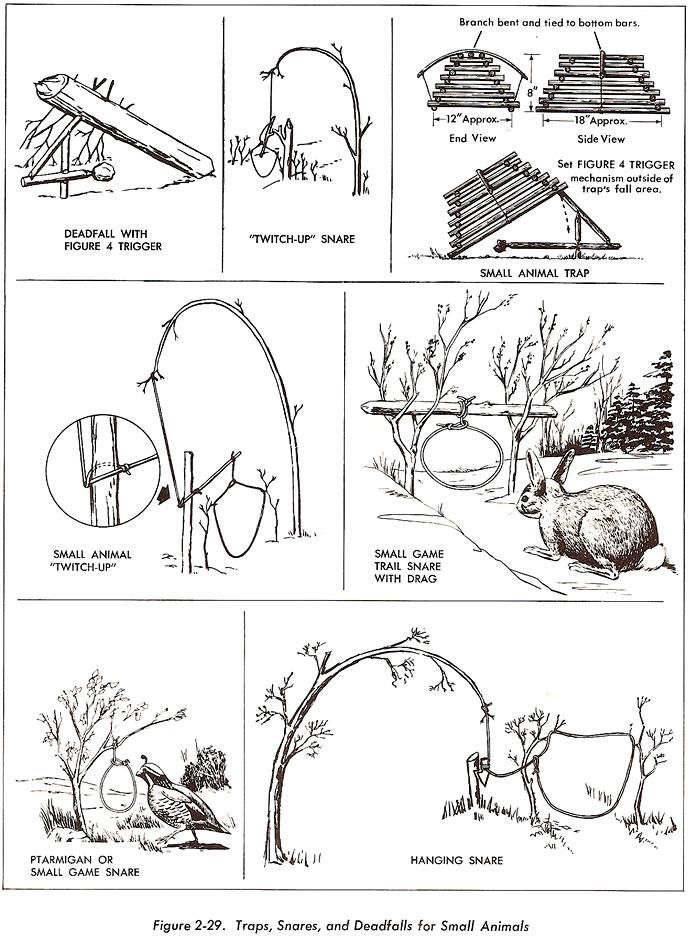
Question 4: Are you older than 50? YES

Question 5: Are you a real person? YES

You get the idea. Can you identify the disguise in less than 20 questions?

**SUSTENANCE:**

The army is almost ready for the attack but will require sustenance to keep them going in the fighting that surely lies ahead. Being in the middle of a forest limits your options though.



**This covers item 3icaof the “Living Outdoors” Theme of the Discoverer Badge.**

**If you have completed the “Living Outdoors” Theme from the Traveller Badge** put together a video on how to obtain food in a survival situation. Your video should include instructions on how to make three different traps for animals (build the traps and show how they work) and how to test plants to see if they are edible or not. If you have a garden, test three plants to see if they are edible and, if possible prepare one of them as food.

**If you have not completed the “Living Outdoors” Theme from the Traveller Badge** watch the video then make a fire for yourself and use it to cook a simple meal for your family. Take a photo of you enjoying the meal and one of you cooking the meal and post it on your patrol group. In order to pass this item:

**This covers item 2i of the “Living Outdoors” Theme of the Traveller Badge.**

1. Make sure you light the fire yourself. You should not use firelighters or charcoal.
2. You need to cook the meal yourself.
3. The meal should be balanced.
4. You should be able to explain the dangers of fire and explain the necessary precautions to avoid an accident. Call your PL after you have cooked your meal and he or she will test you on this part of the requirement.

**ROCKET ATTACK:**

The army is now well-nourished and ready for the attack. You are worried about the Sheriff’s involvement with the witch, though she is dead, who knows what help he may have received from her before her demise? Perhaps a little help from the future to turn the tide?

**All members of the patrol should do this activity. Your parents must be aware that you are doing the activity and if you are younger than 15 they should supervise the activity. THIS ACTIVITY IS DANGEROUS AND COULD POTENTIALLY CAUSE A FIRE!!!**

You ask your international scout friends how you can help defeat the sheriff. One of the scouts from China notes that the ancient Chinese were able to build rockets which were used in warfare even though they lacked many of the resources modern people take for granted. Visit the site <https://www.digitaltrends.com/cool-tech/how-to-build-a-rocket/> to see four ways to build homemade rockets. **PLEASE NOTE THAT THE BUILDING OF ROCKETS IS DANGEROUS! IF YOU HAVE ANY QUERIES, GET ONE OF YOUR PARENTS TO HELP!**

Use the resources in your home to build a simple rocket. The matchbox rockets are the easiest but do not shoot very far. The sugar rockets work best, but require a source of saltpetre (potassium nitrate) and plenty of space. That being said, they can be “watered down”. To do this make a tube out of paper with sticky tape (rather than PVC) put in the sugar/potassium nitrate mixture, seal it and light the end to set it off. A small rocket (say the thickness of a pencil) will shoot up to 25m, but smaller ones will go less distance. These “watered-down” sugar rockets do not require kitty litter or PCV pipe. A loop of string can gently hold your rocket on a peg and will allow a launching pad of sorts that is relatively safe.

Take a video or photo of you shooting off your rocket and post it on your group. The more effort you put in and the more impressive your rocket’s results, the more points you will earn for your patrol.

**HELP OTHERS TO HELP THEMSELVES:**

The attack is a spectacular success, the sheriff’s men fled in panic when your rocket attack started. Much to your disappointment though, despite ending the Sheriff’s reign of terror you remain in Nottingham.

When you look around though, you realise that the Sheriff was only part of the problem. There are gangs who still pray on the people of the area and Robin’s band of Merry Men cannot deal with them all.

**If you have completed the Safety Awareness Theme of the Discoverer Badge** research some basic self-preservation techniques and train your patrol in their use so they can train the citizenry of Nottingham. Your job is not to make your patrol into a group of trained Ninjas, but to give them basic techniques to get out of a dangerous situation quickly and safely.

**This covers Item 3i of the “Safety Awareness” Theme of the First Class Badge.**

**This covers part of Item 2i of the “Safety Awareness” Theme of the Traveller Badge.**

**If you have not completed the Safety Awareness Theme of the Discoverer Badge** watch the video and also learn by heart the telephone numbers to contact the police, ambulance services, fire services etc.

**CALLING HOME:**

**This covers part of Item 1ii of the Leadership Theme from your First Class Badge. You need to maintain the blog for a term to pass this item.**

Don’t forget to keep your parents advised as to your antics in the past so they know what you’re up to. You are hopeful that your time in Nottingham is almost past, but just in case …

**If you have completed your “Leadership” Theme from your Discoverer** upload the latest photos etc onto your patrol blog. If your blog is not up and running yet, get it going! If you can’t do a blog, set up an Instagram page or something similar. **If nobody need to complete this item the PL should set up this meeting.**

**If you are not running the blog** update your Personal Log. Maybe add some of the photos of what you are doing.

**This covers part of Item 1i of the Personal Development Theme from the Traveller Badge. You need at least five entries to pass the item.**

This Distance Scouting Programme is an experiment. We would appreciate constructive feedback on the programme. Please send this to [andrew.campbell@scouts.org.za](mailto:andrew.campbell@scouts.org.za).

**TROOP DISMISSED!**